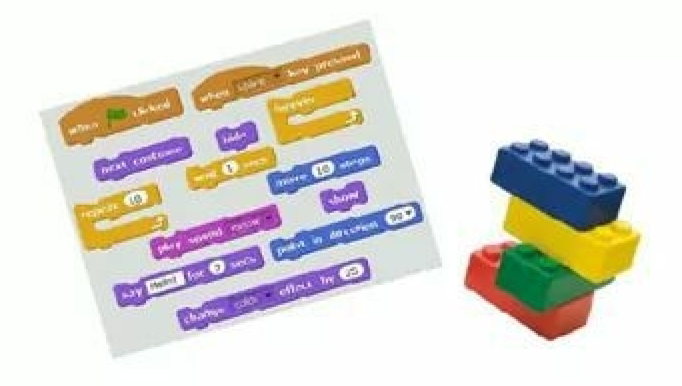


Computer Answer Sheet
Prep One (second term)



14- Dealing with aspects of Sprites/or background stage and adjustment. Costumes tab /or Backdrop)

15-The collections of blocks that are install in Scripts Area in a particular order (as install game Puzzles) (Code blocks)

Q3:-Complete:-

1- Backdrop Used to add different backgrounds to stand.

2-the collections of blocks that are install in Scripts Area.

3- for doubling the number of sprite use control toolbar, drop-down menu

4-you can Undo Delete sprite choose Undelete. Using the Edit menu from menu bar of the program.

5--To change the styles of the Stage during design (a small stage layout) choose Small Stage Layout.

6-Using the arrow keys keyboard (hire stock keyboard to control sprite.

7-the file name extension takes first.sb2

8- An important orders used to makes the sprite draws lines and painted during his movement called Pen commands

10- You can edit the appearance of the sprite by using drawing tools and colors.

11- Use painting tools and colors to modify the appearance of the sprite.

12- You can switch between the different forms of the sprite by using the next costume

13- To show the movement of the sprite in its various appearances you can put it inside repeating orders.

14- To stop the program when you press the "ruler of the program" we use event when space key pressed. when space key pressed

15-repeat 10 is used to Repeat the Commands for number of times.

16-forever is used to make repeat infinite times.

Q4:-Choose:-

1-To Create new file Select: File (open – new –save)

2-To open an existing file Select File (open– new –save)

3-Contains Blocks used in the movement of sprites or the Rotate or directions on the stage (Control – Motion – Blokes – Scripts)

4-.the file name extension takes(.Txt – Php – Sb2)

5-To double the number of sprite using (Delete -Duplicate - Save as) from drop menu

6- To delete the number of sprite using (Delete -Duplicate - Save as)from drop menu.

8. Through (Stage – Sprite – Script - <u>Backdrop</u>) area, you can add different backgrounds to stage.

9. - (<u>Scripts</u> – Blocks – Motion - Control) is a different sets of Blocks (graphical commands for each group), which are used in sections.

10. - (Sprite – stage coordinates – Scripts - <u>Code blocks</u>) is the collections of blocks that are install in Scripts Area in a particular order (as install game Puzzles).

11. - The (forever –<u>move 10 steps</u> –point in direction90) block moves sprite a certain number of steps (10 steps), you can change the value of the steps.

Q:-choose:-

(Motion- Cyber Bullying- Events- open-Forever– Backdrop)

1- … (Event)…….Contains Blocks used to determine event.

2- …. (Cyber Bullying)….The wrong way of expression in chat rooms or messaging on the internet.

3-….. (Motion) Contains Blocks (commands) used in the movement of sprites.

4-… (Forever)…. used to repeat block infinite times.

5- … (Backdrop)…Used to add different backgrounds to stand.

6. To open existing file select… (open) …command from File menu.

<u>Q5:- put (√) or (×):-</u>

1. The Sprite name you can modify it. (√)
2. You can change the value of moving the steps. (√)
3. You can change the value of the steps in the previous command (√)
4. You can put a picture of the background file for the stage. (√)
5. There are multiple aspects to all sprites. (√)
6. Arrange the commands do not affect the outcome of execution in a program. (×)
7. You cannot control the direction of rotation of the sprite during design. (×)
8. To using the help click icon ? (√)
9. To save the project select save or save as from file menu. (√)
10. You can use the Repeat commands from control Blocks. (√)

<u>Q: Compare between Repeat and Forever:-</u>



Repeat the Commands for number of times	Is used to make repeat infinite times.

Q: Explain the function of each of the following forms in the pointer Toolbar

s	١	٢	٣	٤	٥
icon					
function	minimize	maximize	duplicate	delete	help

Q: Write the function of the following:

Symbol	Function
	-To reduce the size
	- To enlarge the size
	- To doubling the number.
	- To delete sprite.
	- To using the help

Q: Explain steps insert new sprite in the Scratch program:-

1-Click on the icon (choose on object)

2-Select object.

3-Click on (OK)

Q: Explain the steps for adding a voice recorder inside a group code

1- Add the command (play sound).
2- Click on the drop down menu.
3- Choose record.
4- Record sound.
5- Press stop key.
6- Add the name to the sound.

Match:-

command	function
say Hello! for 2 secs	A message appears (2 seconds) and then disappears.
say Hello!	A message does not disappear.
show	Active sprite appears on the Stage.
hide	Active sprite disappears from the Stage
think Hmm... for 2 secs	A message appears differently "Meaning thinking."
change color effect by 25	Color and style effects on the sprite
clear graphic effects	Delete any effects on the active sprite.
when space key pressed	Using a command when you press the key "Ruler".
pen down	Put the pen sprite movement draw a line
pen up	Lift the pen moves the sprite without drawing
set pen color to	Chose color
clear	Clear the stage

Q: Explain the result of the application of the group code straggling to any sprite:

Code blocks	function
when clicked forever change color effect by 25 wait 1 secs	-Run the program when ~~click on the flag~~ ---- - Change the color of the ~~object~~.----------- -Wait 1 Second. ------------------ - Repeat the previous order forever.

Q: Explain the following code blocks are intended as a result:

Code blocks	Description	Result
when [flag] clicked point in direction 90 clear pen down set pen color to [ ] repeat 100 move 5 steps turn ↺ 5 degrees	1-Run the program. 2-Go to the right. 3-Clear any line on the stage. 4-Put the pen. 5-Change the pen color. 6-Repeat the order of 100 time 7-Move 5 steps. 8-Turn to the left by 5 degree.	Draw a circle by dots

Q:Re-arrange:-

A- Add new sprite from sprite library:

(1) Click on the shape toolbar add sprite.

(2) Sprite library window appears.

(3) Select a sprite.

(4) Press the OK key.

B- Make a project using command sprite to change colors and effects:-

(1) When clicked.

(2) Forever

(3) change color effect by

(4) Wait 1 sec

C-steps to save scratch project:

(………….)Type the file name

(………….)Select save as

(………….)From file menu

(………….)Select the storage place then click Save button.

Match between column "A" and column "B":

Column "A"	Column "B"
1- Forever block	-Deal with right and left side
2- Change block	- Used to Repeat block number of times.
3- Repeat block	-Used to copy the code blocks
4- Duplicate	-Used to create file or new project.
5- New block	-Used to repeat command infinite times